

WHAT IS CLAIMED IS:

1 1. A method for rendering a texture onto a surface of an object
2 model represented with a three-dimensional model, comprising:

3 dividing texture data into a plurality of texture lines each having a
4 width of one dot and a length equal to the number of dots in one side of
5 the texture;

6 supposing a stereoscopic object, based on each of said plurality of
7 texture lines, by projecting the texture line in a light traveling direction
8 from a virtual light source while possessing color information from an
9 arrangement relationship between the texture line, the object model and
10 the virtual light source in a three-dimensional space; and

11 defining an intersecting part between the stereoscopic object and
12 the surface of the object model as a region for rendering the texture line,
13 and rendering the stereoscopic object on the defined region.

1 2. A method for rendering a texture according to claim 1, wherein
2 said texture lines are parallel to either side having a greater
3 number of dots among a vertical side and a horizontal side of the texture.

1 3. An entertainment apparatus for carrying out a rendering
2 process, comprising:

3 means for storing object data represented with a three-dimensional

4 model and texture data to be rendered onto a surface of the object;

5 means for dividing texture data into a plurality of texture lines
6 each having a width of one dot and a length equal to the number of dots
7 on one side of the texture;

8 means for supposing a stereoscopic object, based on each of said
9 plurality of texture lines, by projecting the texture line in a light traveling
10 direction from a virtual light source while possessing color information
11 from an arrangement relationship between the texture line, the object
12 model and the virtual light source in a three-dimensional space; and

13 means for defining an intersecting part between the stereoscopic
14 object and the surface of the object model as a region for rendering the
15 texture line, and rendering the stereoscopic object on the defined region.

1 4. An entertainment apparatus according to claim 3, wherein

2 said texture lines are parallel to either side having a greater
3 number of dots among a vertical side and a horizontal side of the texture.

1 5. A storage medium readable by an information processing
2 apparatus, having recorded therein a program for causing the information
3 processing apparatus to execute a rendering process, said program
4 comprising:

5 storing object data represented with a three-dimensional model
6 and texture data to be rendered onto a surface of the object;

7 dividing texture data into a plurality of texture lines each having a
8 width of one dot and a length equal to the number of dots on one side of

9 the texture,
10 supposing a stereoscopic object, based on a plurality of texture
11 lines, by projecting the texture line in a light traveling direction from a
12 vertical light source while possessing color information from an
13 arrangement relationship between the texture line, the object model and
14 the virtual light source in a three-dimensional space; and
15 defining an intersecting part between the stereoscopic object and
16 the object model as a region for rendering the texture line, and rendering
17 the stereoscopic object on the defined region.

1 6. A storage medium according to claim 5, readable by an
2 information processing apparatus, having recorded therein a program,
3 wherein

4 said texture lines are parallel to either side having a greater
5 number of dots among a vertical side and a horizontal side of the texture.

1 7. A program for causing an information processing apparatus to
2 execute a rendering process, comprising:

3 storing object data represented with a three-dimensional model
4 and texture data to be rendered onto a surface of the object;

5 dividing texture data into a plurality of texture lines each having a
6 width of one dot and a length equal to the number of dots on one side of
7 the texture;

8 supposing a stereoscopic object, based on each of said plurality of
9 texture lines, by projecting the texture line in a light traveling direction

10 from a vertical light source while possessing color information from an
11 arrangement relationship between the texture line, the object model and
12 the virtual light source in a three-dimensional space; and
13 defining an intersecting part between the stereoscopic object and
14 the object model as a region for rendering the texture line, and rendering
15 the stereoscopic object on the defined region.